

REMARKS

Upon entry of the present amendment, claims 1, 8, 15, 22, 29, 30, 31, and 32 will have been amended for consideration by the Examiner.

In view of the following remarks, applicants respectfully request an indication of the allowability of all of the claims pending in the present application.

Dragon Quest IV, as described by GONZALES, requires selecting an action character from multiple action characters that can act at the present moment. Dragon Quest IV then requires selecting another character from multiple standby characters to be switched. This is a multiple step process for swapping characters.

On the contrary, the present invention is directed to a more simplified character switching. Switching a character is one of the options provided when a player character is waiting for a command input. The switching character command involves a single step operation and thus includes a quick character swap that is enabled even during battle. Because the action player awaiting a command is determined to be the player who will be switched out, no selection of the action player to be switched out is required. GONZALES requires selecting the character to be switched out and thus does not disclose or suggest a single step operation to swap characters, as recited by independent claims 1, 8, 15, 22, 29, 30, and 31.

GONZALES does not appear to disclose switching a player that is currently awaiting a command input (participating in battle) as further recited by claims 1, 8, 15, 22, 29, 30, and 31. Rather, GONZALEZ requires selection of the player being switched out. A feature of the presently claimed invention is displaying a list of standby characters when a player character in battle is awaiting an input command and substituting the player character awaiting the command input. GONZALES does not disclose the feature of displaying a list of standby characters, when a player character in battle is awaiting an input command, or switching the player character awaiting the command input, as recited by independent claims 1, 8, 15, 22, 29, 30, and 31.

With respect to the claim 32 rejection under 35 U.S.C. § 103(a) over GONZALES in view of U.S. Patent No. 6,106,399 to BAKER et al., Applicants respectfully assert that GONZALES, as noted above, does not disclose a single step operation by the player to select a player and does not disclose displaying a list of standby characters as recited by independent claim 32.

Similarly, BAKER et al. do not disclose a single step operation by the player to select a player and displaying a list of standby characters. Moreover, there is no suggestion or disclosure in GONZALES or BAKER et al., separately or in any proper combination that render obvious these features of the present claimed invention.

With regard to dependent claims 2-7, 9-14, 16-21, and 23-28, Applicants assert that they are allowable on their own merit and at least because they depend

on one of independent claims 1, 8, 15, 22, and 29-31, which Applicants submit have been shown to be allowable.

Furthermore, the applied references of TANIBUCHI et al. and YOSHIKAWA et al. also do not disclose a single step operation by the player to select a player and displaying a list of standby characters as recited by the independent claims.

In view of the fact that none of the art of record, whether considered alone or in any proper combination, discloses or suggests the present invention as defined by the pending claims, and in further view of the above remarks, reconsideration of the Examiner's action and allowance of the present application are respectfully requested and are believed to be appropriate.

Should the Examiner have any questions, the Examiner is invited to contact the undersigned at the below-listed telephone number.

Respectfully submitted,
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September 3, 2004
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